

<b>Course</b>	<b>GD 214 Computer Illustration (B)</b>	<b>www.davidglensmith.com/gd214</b>	
<b>Semester</b>	Fall 2006		
<b>Credits</b>	4		
<b>Time</b>	Tuesday	12:00 PM to 3:40 PM	Room 228
	Thursday	12:00 PM to 1:50 PM	Room 460-A
<b>Instructor</b>	David Glen Smith		
<b>Contact</b>	dgs_design@yahoo.com	(Allow at least 24 hours.)	# 770.689.4977
<b>Office hours</b>	Friday	11:00p.m. - 12:00p.m.	Rom 217 or by appointment

**Catalog description** This course explores the methods and techniques of computer-generated and / or manipulated images as solutions to illustration projects. Object-orientated graphics and paint system programs are utilized.

**Course objectives** Upon completion of this course the student will be able to:

- Work with an art director (instructor)
- Produce B/W and full color illustrations in a computer drawing program (Adobe Illustrator).

**Primary programs** Adobe Illustrator CS2

**Required Text** Illustrator CS2

**Equipment & Materials**

- pack of CD-RW
- #2H or #3H, or #4H pencil
- or- • Faber Castell pencil set
- Staedtler pigment liner pens: [ .05 / .1 / .3 / .7 ]
- or- • Pigma Micron pens: [ 1 / 3 / 5 / BR ]
- or- • Faber Castell Pitt Artist pen set
- Strathmore Drawing pad 11" X 14"
- art erasers
- ruler

**Attendance** is mandatory. Students are required to stay for the duration of the class.

- Tardiness will be recorded by faculty members in their grade books and may affect student evaluation.
- Students who accumulate 4 absences will be dropped from the course and a grade of "S." Suspension will be recorded for the course. Students who are suspended receive NO REFUND for the course. In the event students are suspended from a course and they believe an error in recording attendance has been made, they should contact the instructor. Students may appeal a course suspension. Such appeals must be made in writing to the Dean of the school in which the class is taught. Appeals will only be considered when all the absences were beyond the control of the student and all absences are fully documented.
- If a break is given students are expected to return at the end of the break on time.

# Grade-Evaluation Outline

	Points Earned	Possible Points
Project #1	_____	15
Sketch #1	_____	10
Project #2	_____	20
Sketch #2	_____	15
Project #3	_____	20
Sketch #3	_____	15
Project #4	_____	20
Sketch #4	_____	15
Project #5	_____	20
Sketch #5	_____	15
<b>Mid Term</b>	_____	25
<b>Mid Term Sketch</b>	_____	15
<b>MT Total Points:</b>	_____	<b>205</b>
Project #6	_____	20
Sketch #6	_____	15
Project #7	_____	20
Project #8	_____	20
Sketch #7	_____	15
<b>Final</b>	_____	30
<b>Final Sketch</b>	_____	20
<b>Process Book</b>	_____	25
<b>Grand Total Points:</b>	_____	<b>370</b>

<p><b>SCALE:</b></p> <p>A= 205 - 191</p> <p>B= 190 - 176</p> <p>C= 175 - 158</p> <p>D= 157 - 144</p> <p>F= 143 - 0</p>
<p>A= 370 - 344</p> <p>B= 343 - 318</p> <p>C= 317 - 285</p> <p>D= 284 - 259</p> <p>F= 258 - 0</p>

## **Illustrator CS2 for Windows & Macintosh**

**by Elaine Weinmann & Peter Lourekas**

**© 2006 ISBN: 0-321-33656-9**

### **WEEK 01**

Chapter 1: Illustrator Interface  
Chapter 2: How Illustrator Works  
Chapter 29: Rulers, Guides, & Grid

### **WEEK 02**

Chapter 14: Pen  
Chapter 9: Move, Copy & Align  
Chapter 26: Masks & Transparency

### **WEEK 03**

Chapter 12: Reshape  
Chapter 11: Transform  
Chapter 15: Layers

### **WEEK 04**

Chapter 25: Combine Paths  
Chapter 10: Fill & Stroke p107 - 132

### **WEEK 05**

Chapter 10: Fill & Stroke p134 - 136

### **WEEK 07**

Chapter 24: Gradients

### **WEEK 10**

Chapter 32: Print "Creating custom crop marks" p 499 - 500

## **FAQ's**

### ***What is meant by 'revise and resubmit'?***

If a project's grade is D or lower, I offer a 'revise and resubmit' policy. This gives you a chance to correct fatal errors indicated on the grade sheet. In the process, frequent, common mistakes are eliminated over the course of the class.

### ***Can I make up 'in-class' sketches?***

No. These assignments are based on the lecture of the day when they are given. Repeating a missed lecture would require at least an hour of time outside of class. You miss a lecture, you miss an assignment, no make-ups.

**Only with an approved documented excuse will make-up work be permitted.**

### ***Can I make up lab projects?***

These assignments are structured in such a way late work is permissible. However, keep in mind that revising and resubmitting the material will have a shortened time-span. Furthermore, late work should be worked on only AFTER the current project is completed.

### ***What is not an excused absence?***

Some students spend all their creative energy finding an excuse for missing a class. If you do not have documented proof for missing a class (such as a doctor's excuse, funeral notice, work order from garage with your name and contact info, warrant from a police officer) then I do not need to know why you missed a class.

#### ***The best examples of this type of situation (all of which are authentic):***

My mother's pet died and I had to console her.

My car had a flat on the highway. —or— I was stuck in rush hour traffic for three hours.

I had to appear in court to clear traffic tickets.

I had a headache / stomachache / ear infection / surgery, etc.

### ***I have to leave class early for work / day care / pickup car, can I turn in the project first thing next class?***

No. Be sure to schedule all outside events around school. Do not schedule school around outside events. Your courses should be one of the top priorities on your list.

### ***Can I work at home since I have the programs?***

No. I need to see the work as it is completed and the progression of the projects, while you are in class. Projects created outside of the lab will have influences and resources which may interfere with the instruction process.

**However**, any additional work on a current project or any secondary resources applied to a current project is encouraged. For instance, stock images and clip-art are often re-used and quickly become stale and boring. Utilizing your own digital photos, scans, and illustrations add personality to the project.

### ***I prefer one of the other labs. Can I work there instead?***

No. I need to see the progression of your projects in the room assigned by the school.

### ***I know a good reference book in the library. Can I use this?***

Yes. Again, any outside influences on your creative work is encouraged. If during class you recall a book or periodical in the library with good photos to help your page design, by all means, use the available resources.

### ***Can I use images taken off another web site?***

Discuss with me first before copying or down loading an image. Aside from copyright issues, the quality of the picture's resolution comes is an issue.

# Course Calendar

## WEEK 01

- tues. 10.03 • Introduction to class. Introduction to Adobe Illustrator.  
**project #1** overview / due end of class.
- thurs. 10.05 • **sketch #1** hand-render still life with pencils and pens

## WEEK 02

- tues. 10.10 • **project #2** render in Illustrator still life drawings / due end of class
- thurs. 10.12 • **sketch #2** hand-render 12 different expressions

## WEEK 03

- tues. 10.17 • **project #3** render in Illustrator expressions / due end of class
- thurs. 10.19 • **sketch #3** hand-render inanimate object with human characteristics

## WEEK 04

- tues. 10.24 • **project #4** render in Illustrator inanimate object / due end of class
- thurs. 10.26 • **sketch #4** hand-render backgrounds for character

## WEEK 05

- tues. 10.31 • **project #5** render background in Illustrator / due end of class
- thurs. 11.02 • **Mid Term sketch** hand-render micro brewery label

## WEEK 06

- tues. 11.07 • **Mid Term project** render in Illustrator micro brewery label / due end of class
- thurs. 11.09 • **sketch #5** hand-render self portrait (part 1):  
bring to class photos to use for self portrait

## WEEK 07

- tues. 11.14 • **project #6** render in Illustrator self portrait / due 11.28— end of class
- thurs. 11.16 • **sketch #6** hand-render backgrounds for self-portrait (part 2)

## WEEK 08

- tues. 11.21 • **project #7** render in Illustrator self portrait with background
- thurs. 11.23 • **Thanksgiving Holiday: no classes**

## WEEK 09

- tues. 11.28 • **project #8** finalize in Illustrator background with self portrait / due end of class
- thurs. 11.30 • **sketch for final** preparation for process book & final / hand-render book cover

## WEEK 10

- tues. 12.05 • **final project** render in Illustrator book cover / due 12.12—beginning of class
- thurs. 12.07 • **sketch #7** hand-render still life with pencils and pens

## WEEK 10 — Final Day

- thurs. 12.12 • **presentation of FINAL project and Process Book to class**